Networking Technologies and Applications

Rolland Vida
BME TMIT

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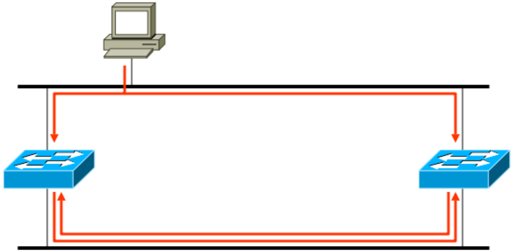
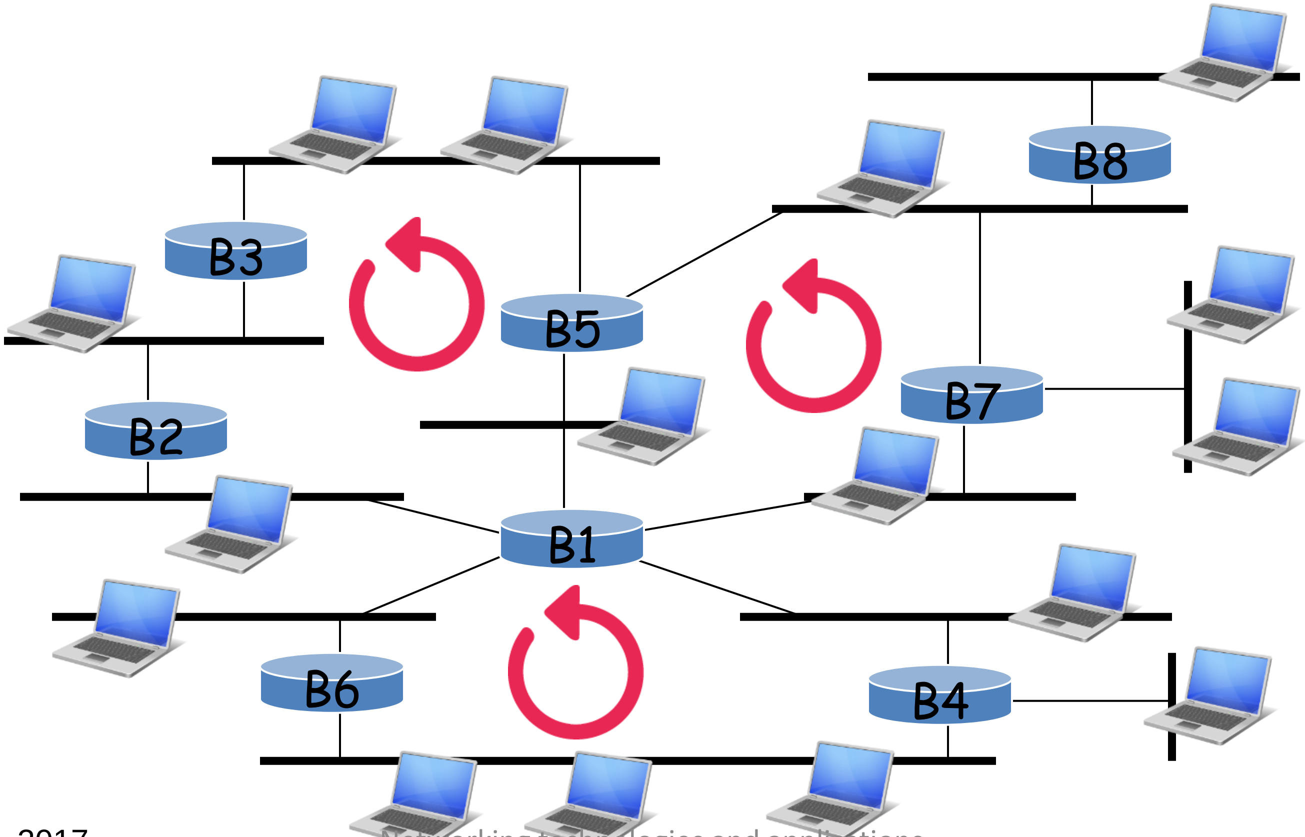
STP

- Spanning Tree Protocol
  - Part of the IEEE 802.1D standard
    - Radia Perlman (MIT, DEC)
  - Loop-free trees on a bridged LAN
    - No TTL in Ethernet (Time To Live)
      - In case of a loop, packets travel indefinitely in the network
    - Need for redundancy
      - In case of an error, there should be an alternative path



Example topology

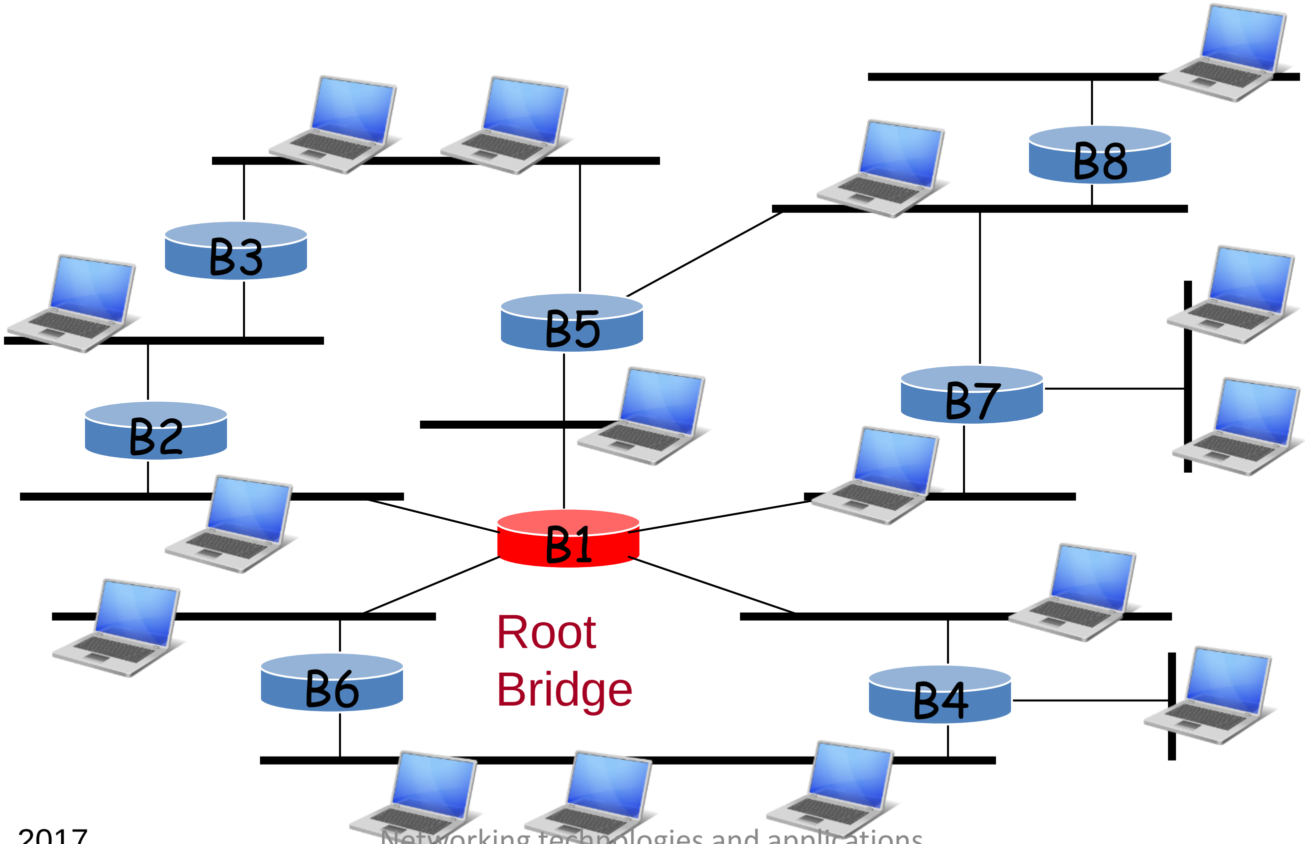


STP operation

- Choosing the root bridge
  - Each bridge has a MAC address and a configurable priority number
    - BID – Bridge Identification (64 bits)

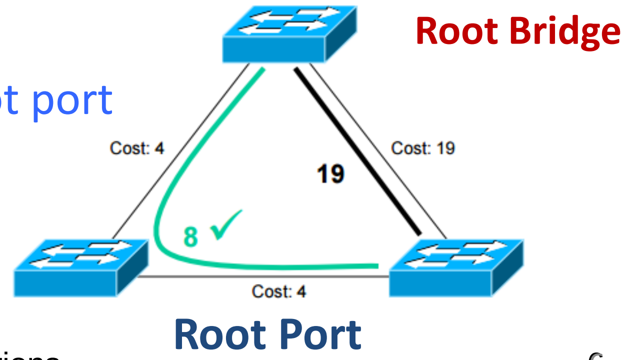
  - The bridge with the lowest priority will be the root
    - In case of equal priorities, the lowest MAC address wins
    - There will be a secondary (backup) root as well
  - Totally automatic, but if the network manager wants a specific device to be the root, it sets a low priority number

Choosing the root bridge

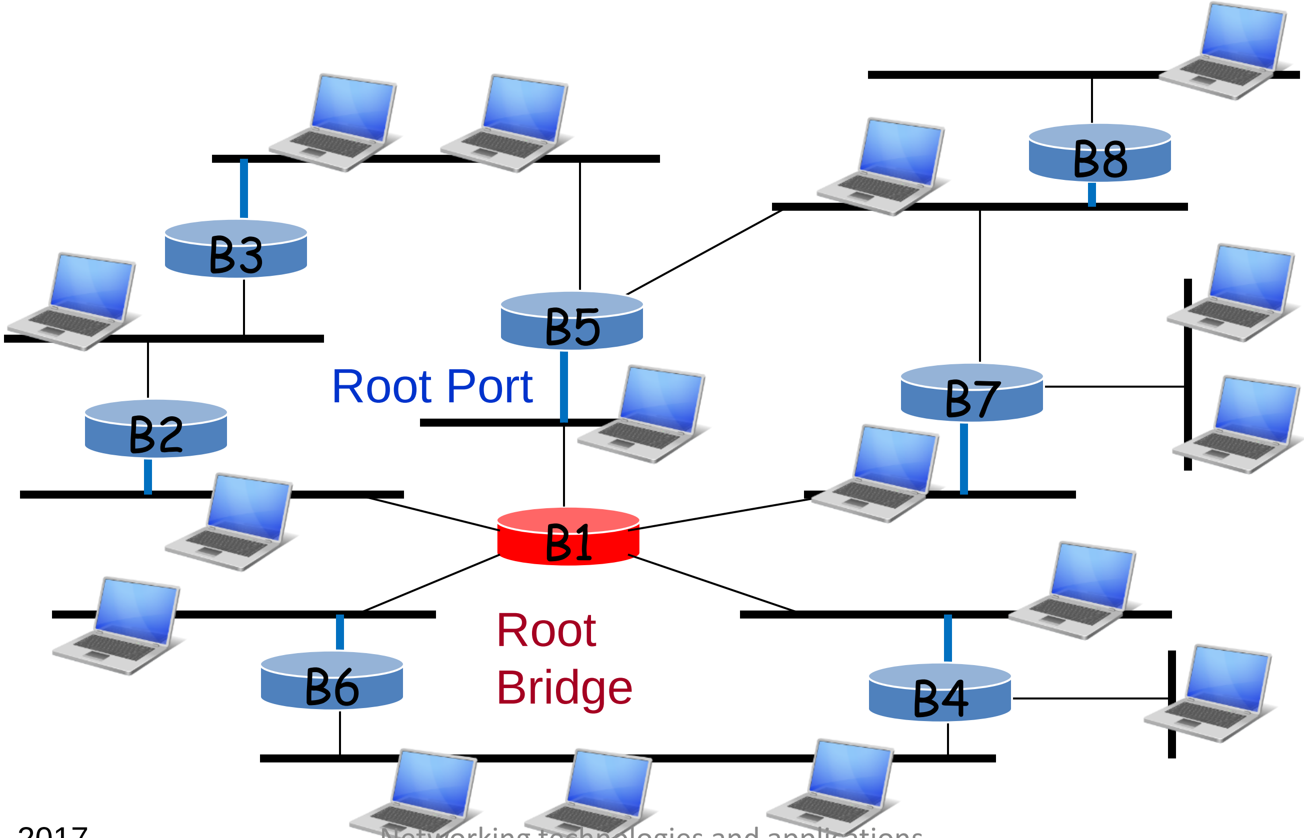


STP operation

- Finding the „cheapest” path to the root bridge
  - BPDU – Bridge Protocol Data Units
    - Sent periodically (2s) among the bridges
  - A bridge calculates the cost of all the possible paths to the root bridge
    - Each port has a *Port Cost*
      - Administrative value, e.g., inversely proportional with the bandwidth
  - Chooses the least-cost path
    - The port belonging to that path will be the root port
    - If several paths with the same cost, the lower Port ID wins



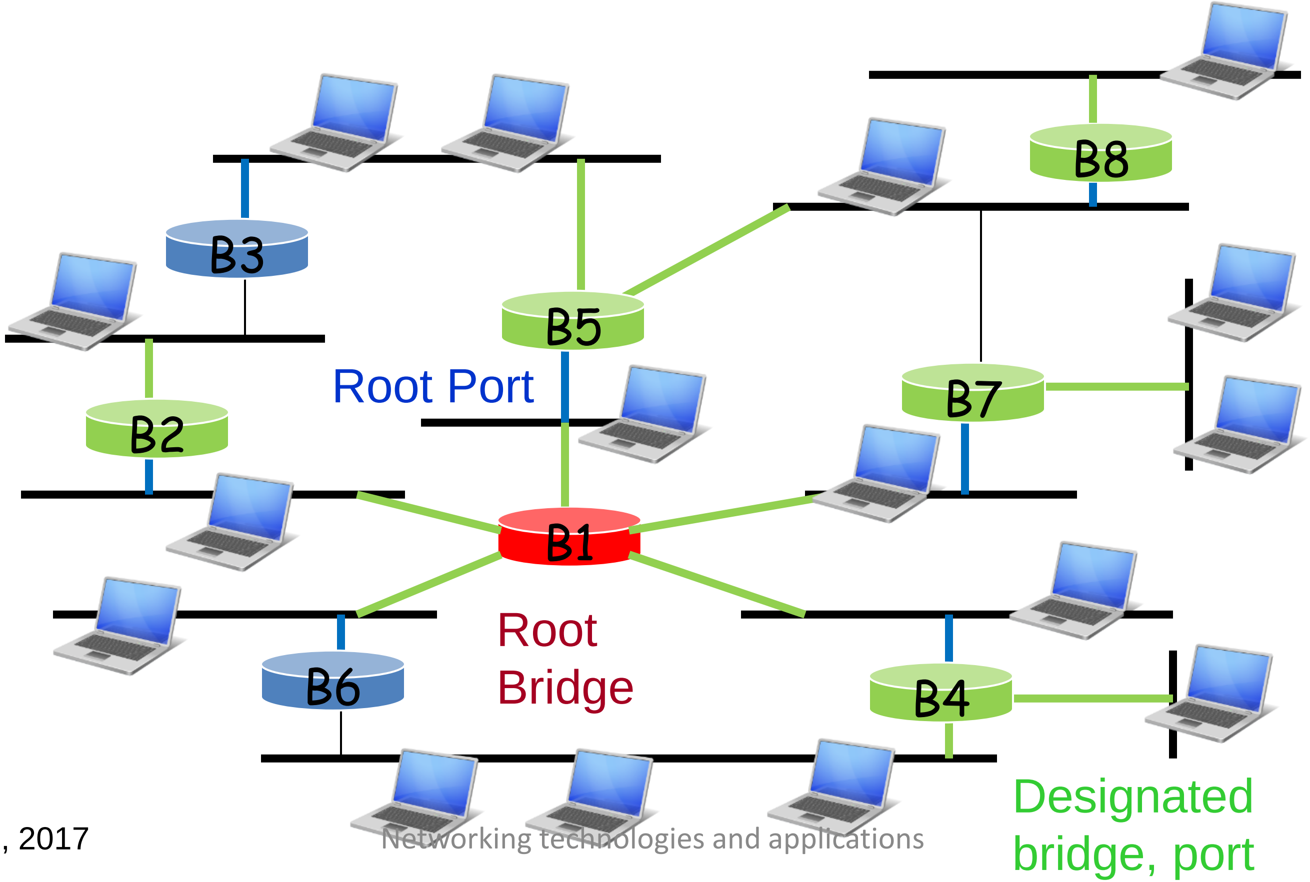
Choosing the root port



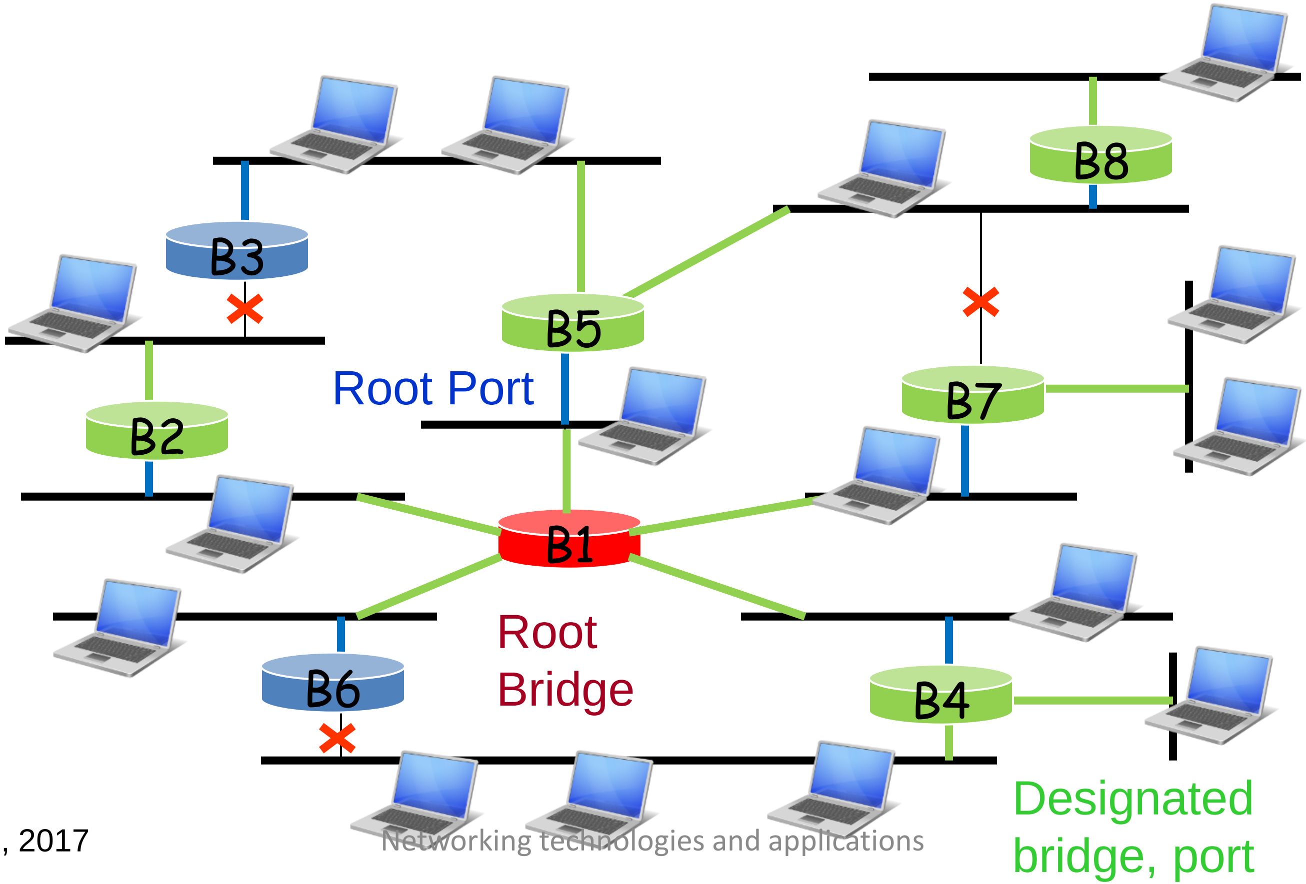
STP operation

- Finding the „cheapest” paths to the root bridge for each LAN segment
  - The bridges calculate together, for each LAN segment, which is the bridge that belongs to the least-cost path towards the root bridge
    - *Designated bridge, designated port*
  - The designated and root ports are switched to *forwarding state*
  - On all the other ports traffic is blocked
    - Only BPDUs pass
- After building the tree, addresses are learned
  - 15 seconds learning time

Choosing the Designated bridge/port



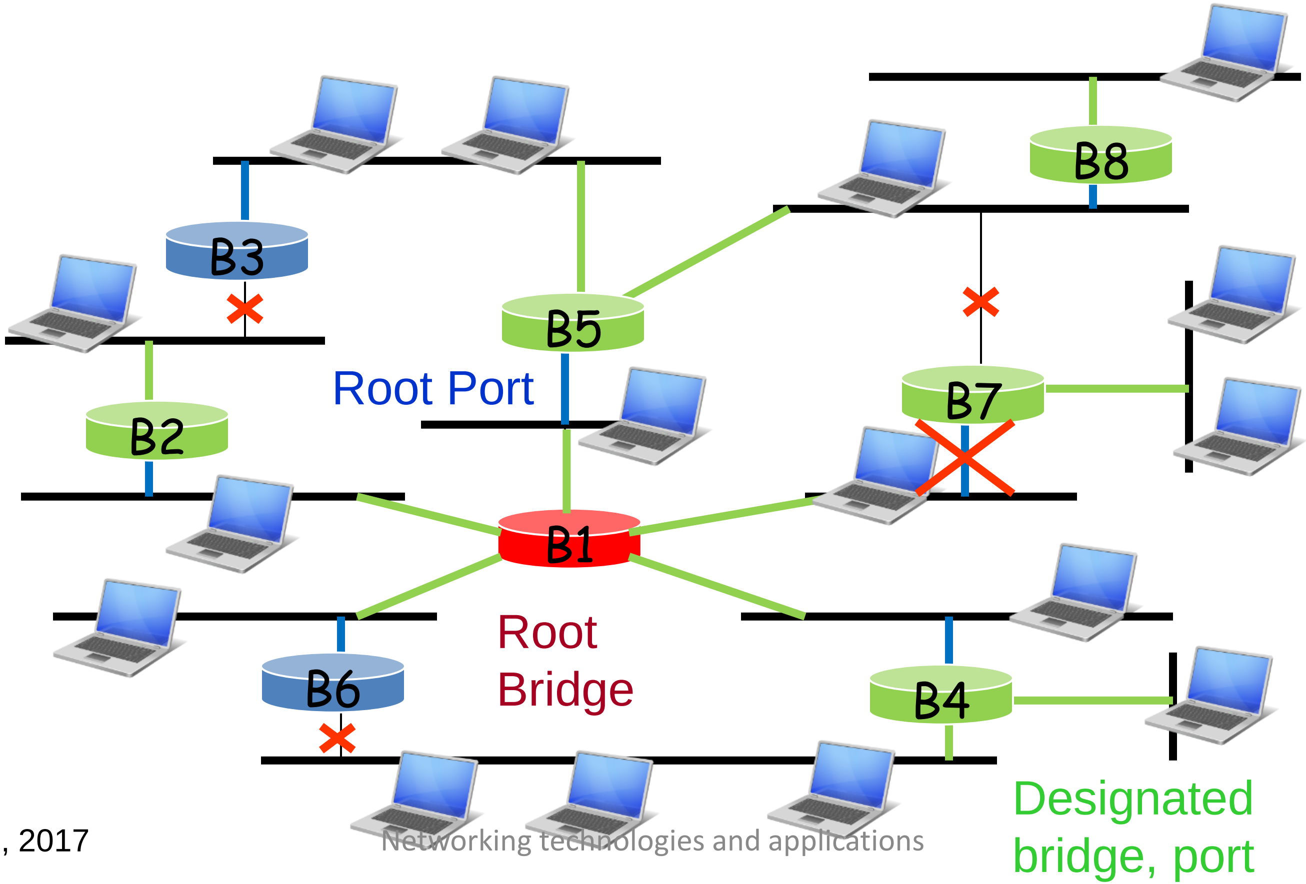
Port blocking



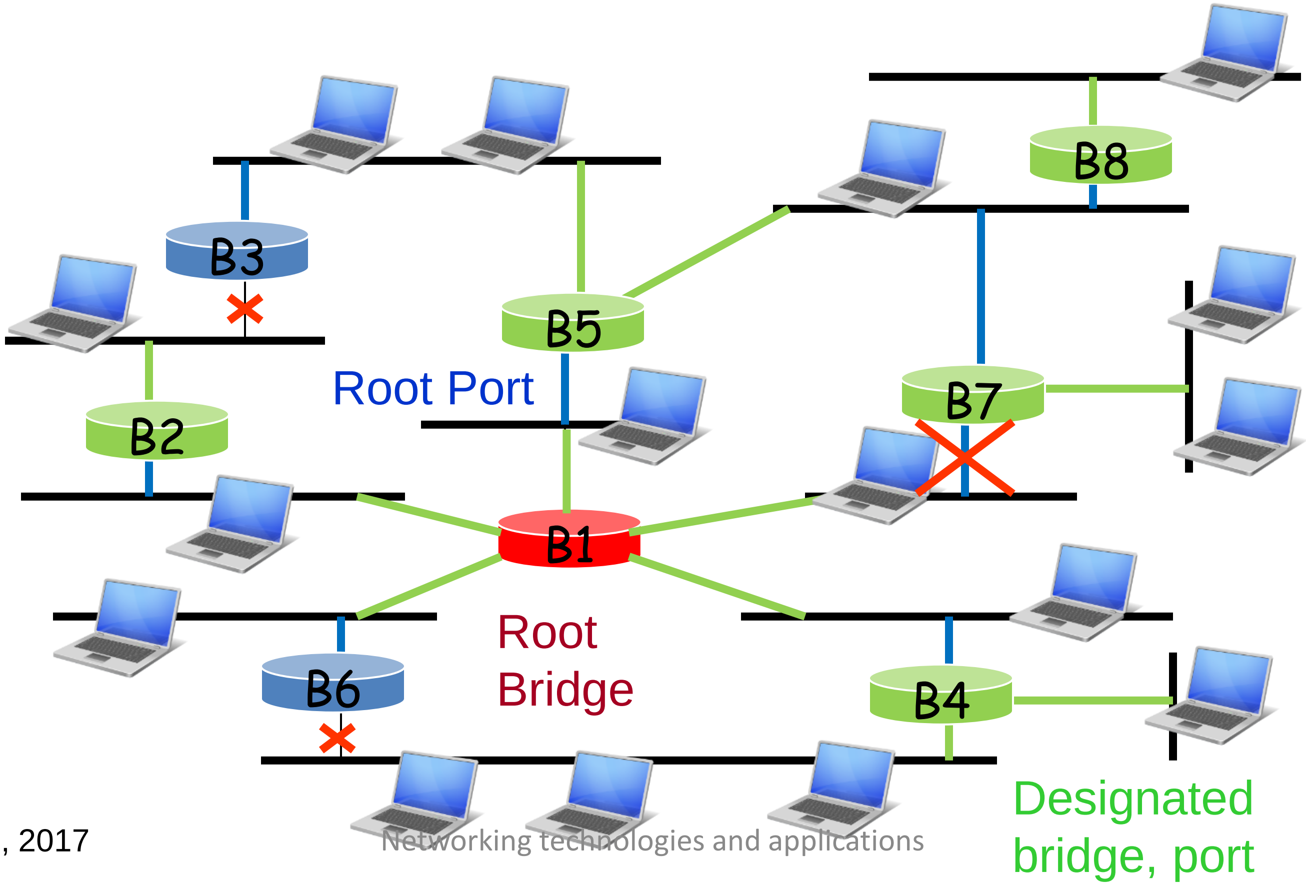
Handling errors

- BPDUs sent periodically
- Two BPDUs missed means an error
  - The bridges recalculate the topology
  - If there is a blocked port, they will use it
- New topology built in 15 sec
- Then, MAC addresses are learned again
  - In 30 secs the network is operational again

Handling errors



Handling errors



Fiber networks

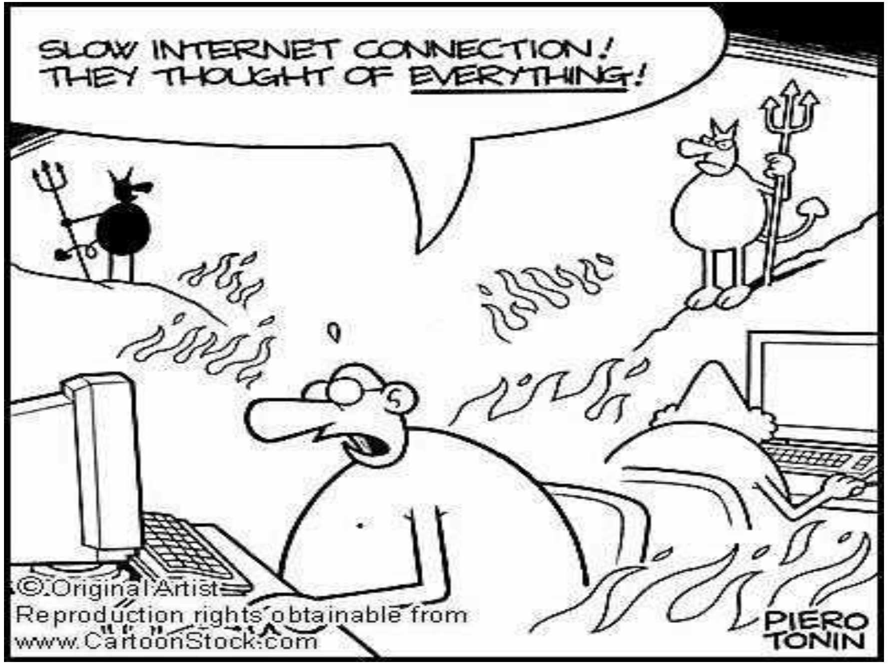
Why fiber?

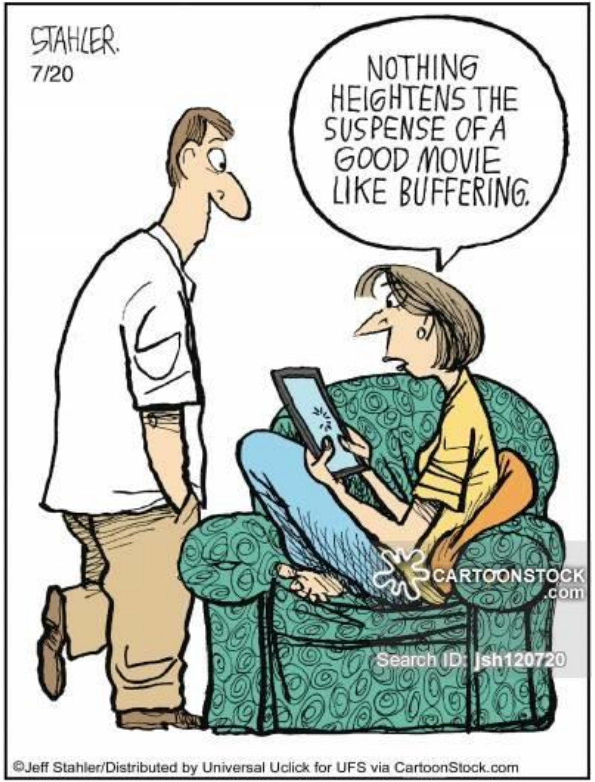
- Today the killer application is not web browsing anymore, but multimedia
  - MPEG-1 – ISO/IEC standard
    - Moving Pictures Experts Group
    - 50:1 – 100:1 compression rate
    - 1.5 Mbps, VHS quality image
  - MPEG-2
    - DVD quality image
  - High resolution, high color depth, high movement video (e.g., sport events) – 4-8 Mbps
  - HDTV – 14 Mbps, **8K UHD TV – 50 Mbps** (7680 x 4320, 60 fps)
- The ADSL speeds are far from being enough
  - Only in case of very short loops

Why fiber?

- HFC (Hybrid Fiber Coax)
  - The traditional 300-550 MHz coaxial cables replaced with 850 MHz cables
    - Additional 300 MHz → 50 new 6 MHz wide channels
    - With QAM-256, 40 Mbps per channel → 2 Gbps new bandwidth
    - 500 houses on a segment → each subscriber gets 4 Mbps downstream, which might be enough for an MPEG-2 stream
  - Sounds nice, but...
    - All the cables should be changed to 850 MHz coax
    - New CMTS, new fiber nodes, two-way amplifiers
    - Nearly the entire network has to be changed
- Why not bringing the fiber as close to the subscriber as possible?

Slow speed is today a torture!





Speed is important!

Estimated minimum download time for the Braveheart movie

MGM, Paramount Pictures, Warner Brothers and Universal Studios announce a common plan to support on-line movie renting”

2002 december 9

„Hollywood’s Latest Flop”, Fortune Magazine:

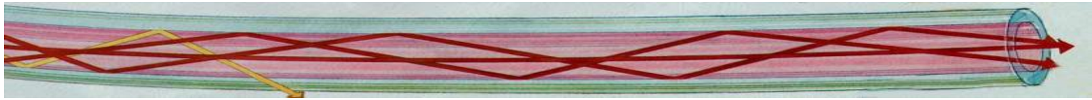
„The data files are huge. At 952 megabytes, Braveheart took just less than five hours to download using our DSL line at home. Video-on-demand? Hardly. In the same time we could have made 20 roundtrips to our neighborhood Blockbuster”

Technology	Minutes	Hours	Days
Modem 56 kb/s			2
FedEx		12	
DSL 1 Mb/s		2.5	
Cable 2.5 Mb/s		1	
BLOCKBUSTER	45		
FTTH	0.4		

Data transfer over the fiber

- Three main components:
  - Source of light
    - LED (light emitting diode), laser
  - Fiber
    - Very thin glass fiber
  - Light detector
    - If it detects a light pulse – logical 1 bit
    - If not – logical 0 bit
- The digital data has to be transformed to light pulses, and vice versa
- The transfer speed is only limited by the speed of the conversion
  - Actual speeds today on a single fiber ~10-50 Gbps

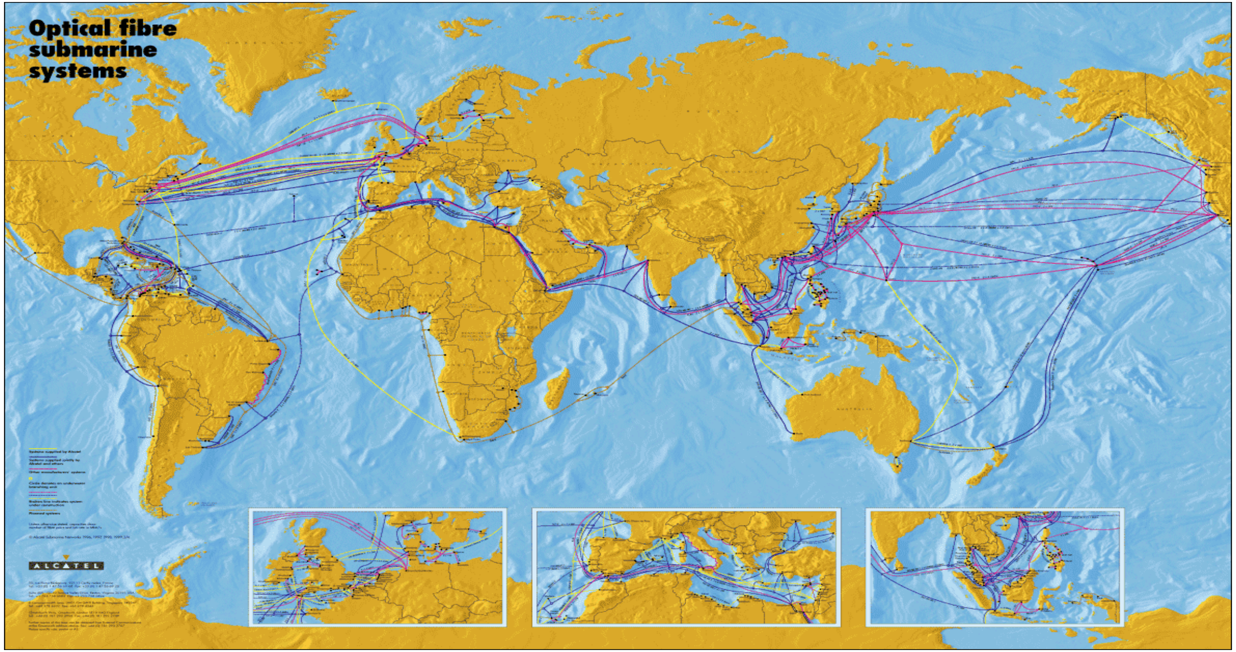
Fiber categories

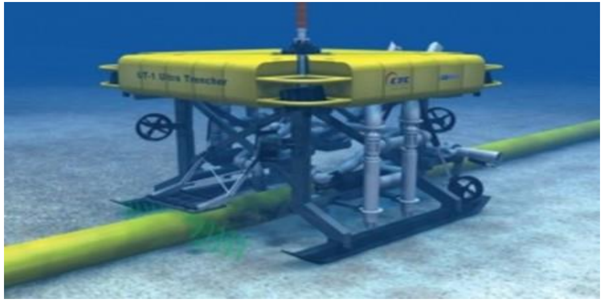


- Multi-mode fiber
  - Light pulses are spread inside the fiber
  - Many rays of light reflected under different angles
  - Cheap solution, but suitable only for small distances (500 m)

- Single-mode fiber
  - The diameter of the fiber is very small, a single ray of light is transmitted inside the fiber, no reflections
  - Much more expensive, needs much higher capacity lasers
  - Suitable for much larger distances
    - 50 Gbps on 100 km without amplifiers
    - Very important for transatlantic cables, where amplifiers are hard to install
  - The core network is built only with single-mode fibers

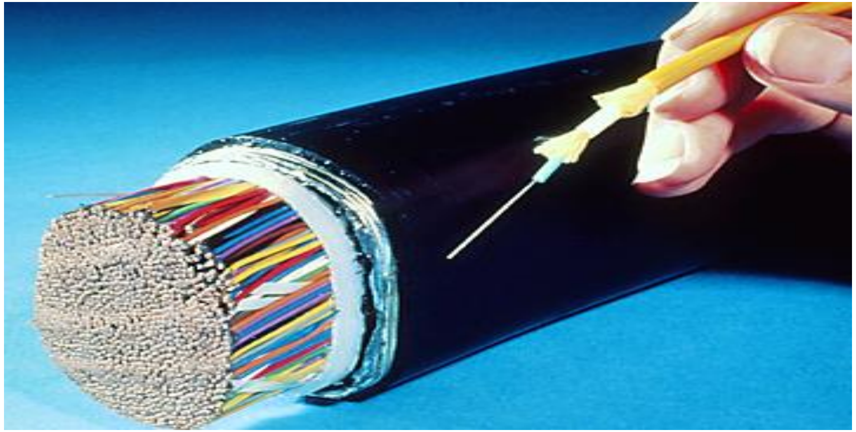
Submarine optical systems



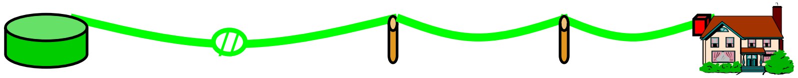


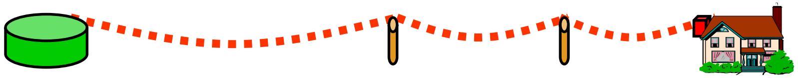
Fiber vs. Copper

- On an optical fiber more than 2.5 million parallel phone calls
- Compared to a similar capacity bundle of twisted pair connections, 1% in weight and size



Fiber vs. Copper



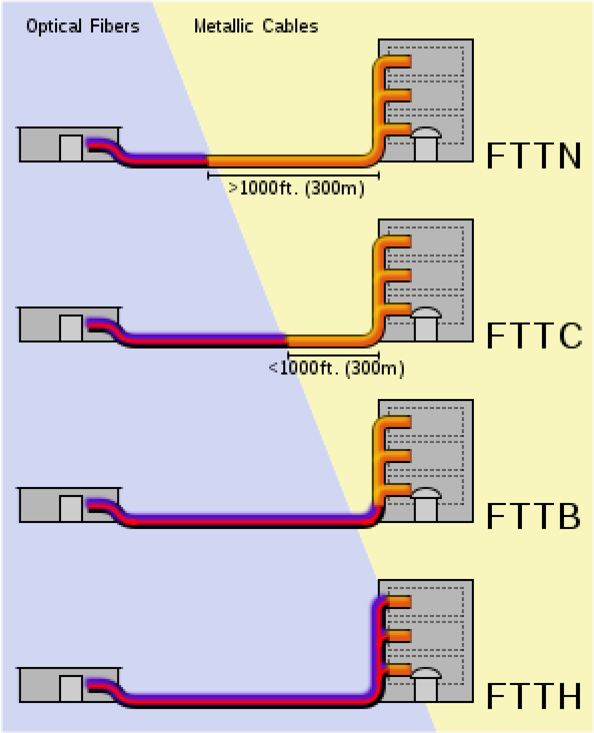


- Optical fiber
  - Transports light pulses
  - Not influenced by electromagnetic interferences
  - Repeaters after ~30 kms
  - Low dilatation
  - Fragile, quite rigid material
  - Chemically stable

- Copper twisted pair
  - Transports electric waves
  - Sensible to electromagnetic interferences
  - Repeaters after 5 km
  - Dilatation in case of high temperatures
  - Can be bended
  - Sensible to galvanic reactions
  - Can be reused
    - The copper could be sold

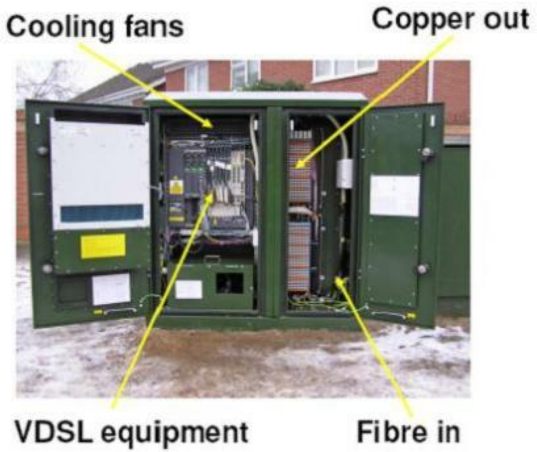
FTTx

- FTTx – Fiber To The x
  - FTTB – Fiber To The Building
  - FTTC – Fiber To The Curb
  - FTTD – Fiber To The Desk
  - FTTE – Fiber To The Enclosure
  - FTTH – Fiber To The Home
  - FTTN – Fiber To The Neighborhood
  - FTTO – Fiber To The Office
  - FTTP – Fiber To The Premises
  - FTTU – Fiber To The User



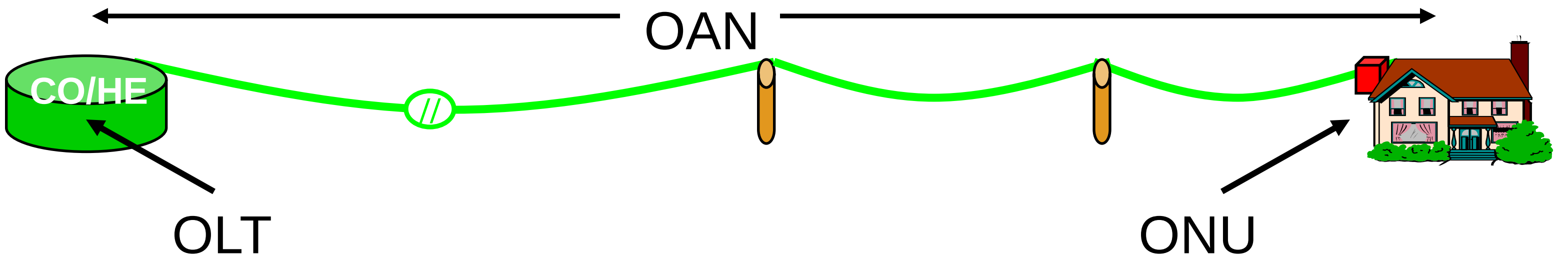
FTTC

- Fiber To The Curb
- Fiber from the local switching center near to the homes
  - The connection terminated by an ONU
    - Optical Network Unit
  - Many twisted pairs or coaxial cables added in the „last mile”
    - Very short loops, can be extended with a DSL segment
      - e.g., VDSL – very popular in South-East Asia
    - Suitable for MPEG-2 streams and videoconferencing



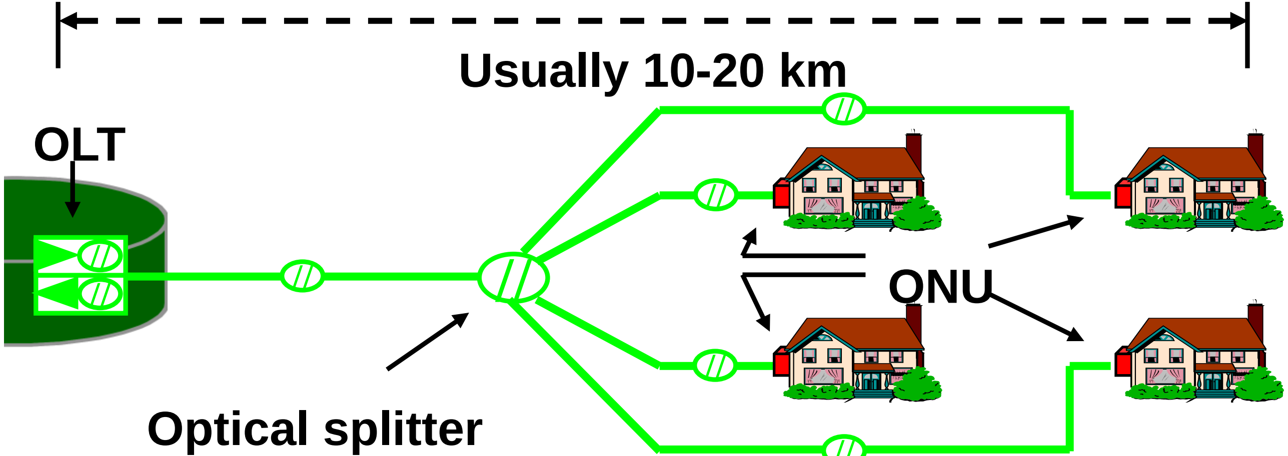
FTTH

- Fiber To The Home
- System components
  - OAN: Optical Access Network
  - ONU/ONT: Optical Network Unit/Terminal
    - At the subscriber
  - OLT: Optical Line Termination
    - At the service provider



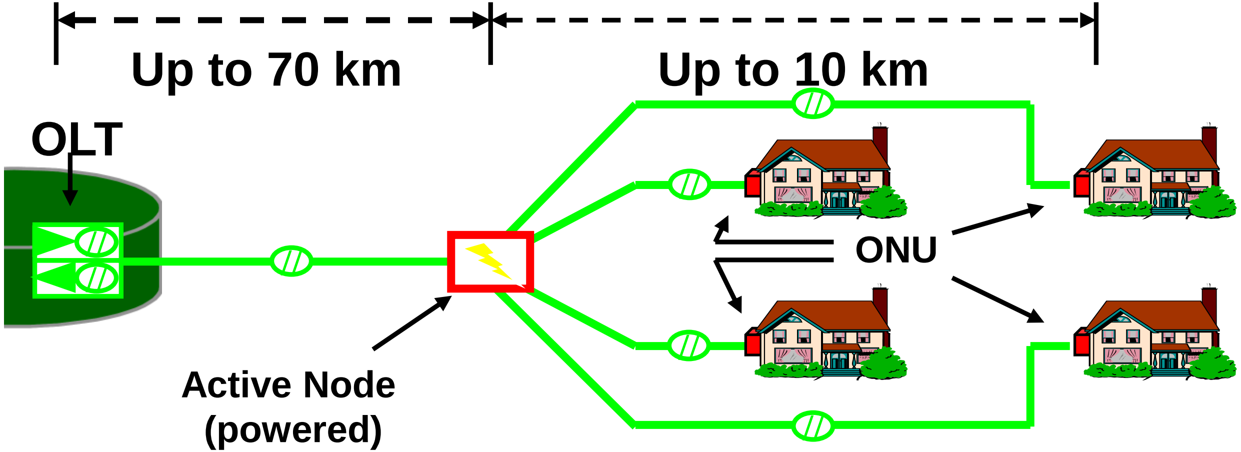
FTTH architectures

- PON – Passive Optical Networks
  - Many subscribers (max. 32) share an optical fiber
  - Optical splitters to separate or aggregate the signals to/from different subscribers
  - No need for power supply for the splitters
  - Shared network – Point to Multipoint (P2MP)



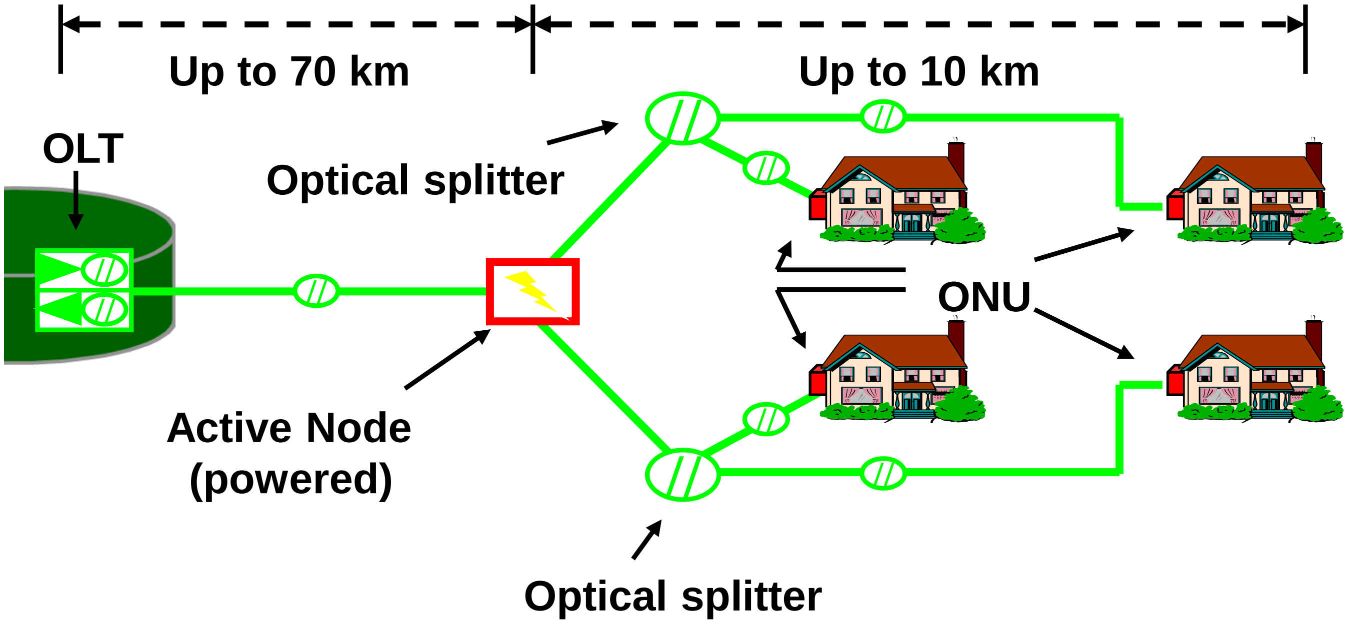
FTTH architectures

- Active Node
  - Each subscriber has his own optical fiber
    - Point to Point (P2P)
  - Active, powered nodes to separate the traffic
    - Ethernet switch
  - Layer2/Layer3 switching/routing



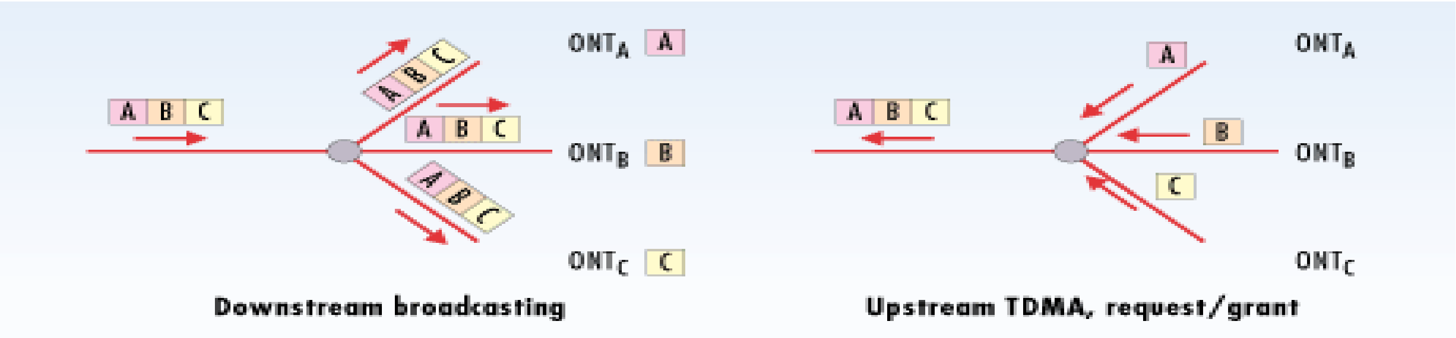
FTTH architectures

- Hybrid PON
  - A combination of the two architectures



PON - upstream and downstream traffic

- The upstream and downstream traffic handled differently
  - Broadcast downstream
    - The splitter forwards all the data to all the connected segments
    - The ONU handles only the packets that it is the destination of (based on the header)
  - Upstream traffic with TDMA
    - The OLT assigns time slots to the ONUs
    - Synchronized sending of packets
    - The ONU can ask for further slots, if needed



Ethernet or ATM?

- Two concurrent technologies
  - APON – ATM-based PON
    - The first PON implementation
  - EPON – Ethernet-based PON

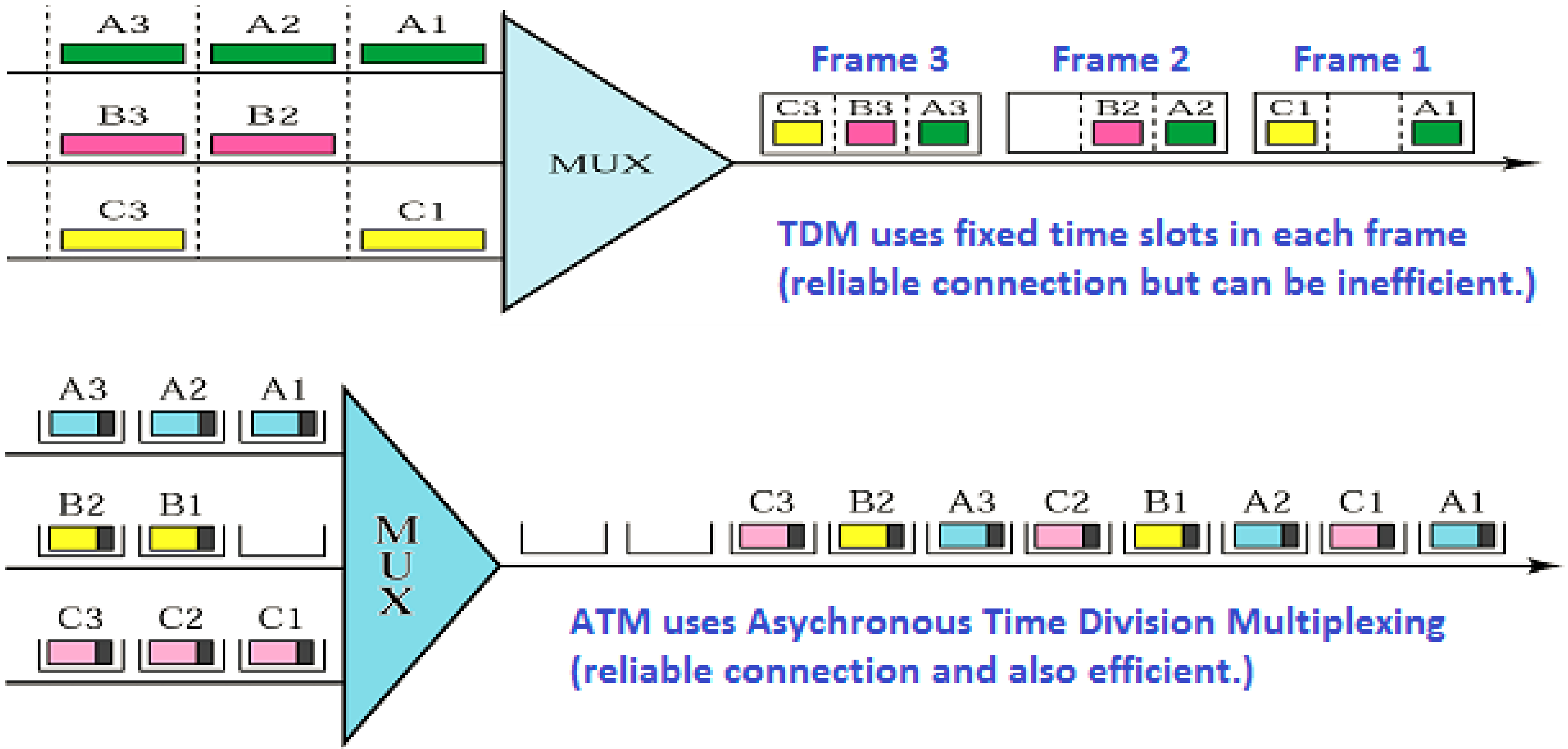
ATM (Asynchronous Transfer Mode)

- Proposed for parallel handling of different traffic types (audio, video, data)
  - 1500 byte Ethernet frames are too large
    - 1.500 byte = 12.000 bit
    - On 10 Mbps Etherneten 0.1 μs bit time → 1.2 ms / frame
  - If more sources (stations or applications) are waiting in a queue, too long waiting times
- Audio and video applications have strict **delay** and **jitter** requirements

ATM (Asynchronous Transfer Mode)

- ATM solution
  - Fixed size **ATM cells**: 5 byte header + 48 byte data = **53 byte**
  - **Segmentation and Reassembly (SAR)**
    - Variable length frames are fragmented at the sender, and reassembled at the receiver, based on the header
  - **Asynchronous Time Division Multiplexing**

ATM (Asynchronous Transfer Mode)



Why ATM is not (really) used?

- Very popular at the beginning of the 90's
  - More and more multimedia traffic, with QoS requirements
- **Drawbacks**
  - Too much overhead with the headers
    - Ethernet – 14 byte / 1500 byte (~ 1%)
    - ATM – 5 byte / 53 byte (~ 10%)
  - Fragmentation and reassembly (SAR) too complicated
    - High speed ATM cards too expensive, compared to similar speed Ethernet cards
  - On 10 Gbps Ethernet, instead of 1.2 ms, only 1.2 µs is the sending time of a 1500 byte frame
    - With such speeds, no need to worry about QoS

APON

- Segmentation and Reassembly (SAR)
  - Fix sized packets
    - 53 byte long ATM cells
  - Data passes through an ATM Adaptation Layer-en (AAL), where it is split in 48 byte long packets
    - Plus 5 byte long headers
  - Packets are reassembled at the destination
- Because of the SAR, ATM is very suitable for video and voice transfer
  - Delay-sensitive traffic can be well transmitted in small, fixed size cells
  - Time consuming procedure
  - 5-byte headers are too long (10% overhead)
- Fixed sized cells well suited for the PON TDMA upstream traffic
  - Easy to handle time slots, no collisions

EPON

- Data sent in IEEE 802.3 (Ethernet) frames
  - Variable size frames, between 64 and 1518 bytes
- How to handle TDMA-based upstream communication?
  - We might use maximum length slots
    - Any frame can fit in
    - Not efficient, too much bandwidth wasted
  - We might have fixed length slots, filled with several frames
    - More efficient, but not ideal
    - Hard to fill a fixed length slot with variable size frames
  - Ethernet frames could be divided in fixed length chunks
    - Easier to upload
    - The price is a SAR function that has to be added to the EPON protocol stack